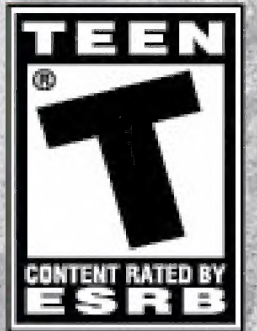




UNIT
13
★ ★ ★ ★ ★

INSTRUCTION MANUAL



WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PlayStation®Vita handheld entertainment system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

GAME CARD PRECAUTIONS

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



GAME CARD PRECAUTIONS

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



GAME CARD NOTICES PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received,
including interference that may cause undesired operation
-
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

continued >

GAME CARD NOTICES PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

WHAT IS UNIT 13?

Established in late 2001, "Unit 13" was created in secret by NATO in the spirit of the United Nation's proclamation that all states should "prevent, suppress, and deny asylum to any individual or group who employs terrorism as a methodology."

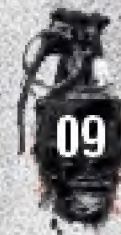
Code named after the 13th card of a tarot deck—the "Death" card—Unit 13's ultimate goal is to permanently end terrorist plots, operations, and architects by leveraging the assets gathered by its members' intelligence and military powers.

Once deployed, Unit 13 operatives have only one directive:

Complete the mission.



CONTROLS



CONTROLS (cont.)

★ Button Controls

Move Character	LEFT STICK
Look Around	RIGHT STICK
Fire Weapon	R
Aim Weapon	L (hold)
Toggles Zoom (While Aiming)	directional button
Switch Weapons	
Shoulder Swap (While Aiming)	directional button or



CONTROLS (cont.)

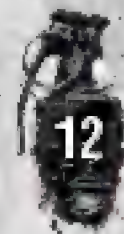
★ Button Controls continued

Melee Attack.....	
Reload	directional button 
Sprint	
Enter/Exit Cover	
Tactical Map.....	 button
Pause/Options	 button

CONTROLS (cont.)

★ Touch Controls

Toggle Zoom	
Throw Grenade/Use Gear	
Detonate PE4	
Shoulder Swap (While Aiming).....	Rear Touch Pad (drag)
Reload	
Pick Up Weapon.....	
Vault.....	
Contextual Interaction.....	
Revive Partner (Cooperative Only)	
Tactical Map.....	Tap 

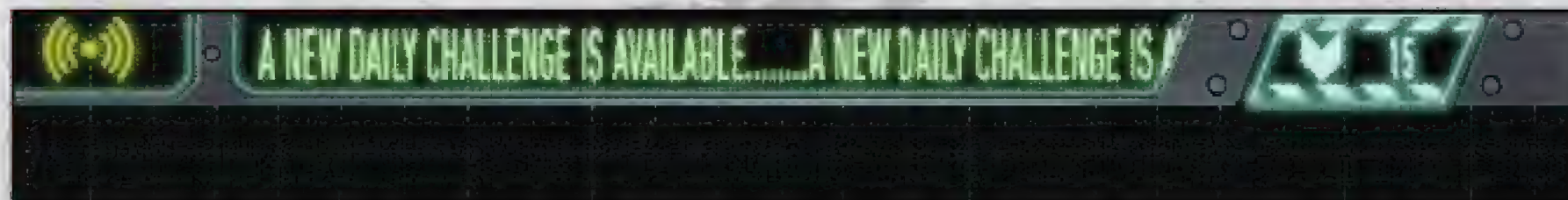


HOW TO USE THE TACTICAL MAP

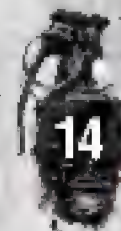
13



STATUS BAR



The Status Bar is Unit 13's messaging area located at the top of the screen. Like a scrolling ticker from one of your favorite news programs, the Status Bar keeps you updated with the latest Unit 13 events and occurrences. New weapon unlocks, character upgrades, freshly-available missions, and PlayStation®Network friends beating your high scores are just a few of the many helpful details you can expect to find.



MAIN MENU

★ Solo Missions

Play through 36 scenario-based missions across nine distinct locations.

★ Online Cooperative

Connect with another player via PlayStation®Network and work together to complete missions in any gametype.

★ High Value Targets

Engage in nine challenging high-profile manhunts to find and neutralize enemy VIPs.



MAIN MENU (cont.)

★ Daily Challenge

Updated every 24 hours, this one-chance-per-day competition pits players from all over the world against each other to see who can get the highest score. You must be connected online for challenges to refresh.

★ Leaderboards

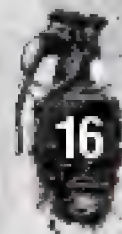
Compare your scores to other players on the PlayStation®Network in multiple categories, including ranked missions, HVT missions, Cooperative missions and more.

★ Options

Use this feature to adjust various Unit 13 components like Audio Settings and in-game control preferences.

★ Status Bar, News & Notifications

Tap this area of the screen to lower the dropdown menu and see recent game updates and news as well as review your recent in-game achievements.



MAIN MENU (cont.)

★ Back Button



Tap this area of the screen to proceed to the previous screen once the arrow appears red.

★ Connection Status

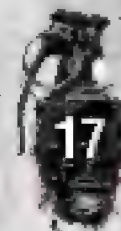


This icon displays when the user is connected to a Wi-Fi connection.

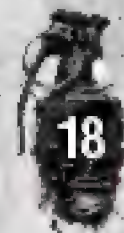
★ UNIT 13 Button



Tap this area of the screen at any time while browsing the menus to return to the Main Menu Screen.



GAMETYPES



You can play Unit 13 in a variety of different ways, including Solo and Cooperative modes. There are four different gametypes in all, each of which can be played in "Ranked" or "Dynamic" missions:

★ Direct Action

Scenarios that offer a diverse blend of mission tasks and goals that offers the most available objectives of any gametype.

★ Deadline

A collection of operations that challenge players to finish the mission before the time expires. Increase available time by finding and activating checkpoints!

★ Covert

Covert assignments must be completed without setting off alarms. If an enemy is alerted, they must be eliminated in the few moments available before the alarm is activated.

★ Elite

A difficult mission comprised of multiple objectives made harder by the absence of checkpoints. Also, health regeneration only occurs when reaching the half-way point of the operation.

GAMETYPES (cont.)



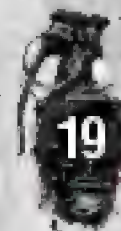
★ Ranked

Each of the 36 operations on the Mission Grid represents Unit 13's Ranked missions. During these operations players will experience all four gametypes across nine

locations, where they earn stars based on performance, unlock Dynamic missions, and gain access to High Value Targets. Additionally, individual mission scores are uploaded to the Unit 13 leaderboards where they can be compared with friends and foes worldwide!

★ Dynamic

Completing a ranked mission with a rating of three or more stars will unlock its corresponding Dynamic mission. Dynamic missions are randomly-generated operations set in familiar locales that offer new objectives and experiences every time you play.



COOPERATIVE PLAY

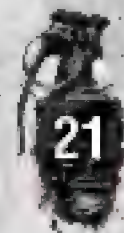


To connect with another player to enjoy Unit 13's cooperative mode, follow steps:

- ★ To play a Cooperative game, select "Online Cooperative" to view a list of joinable games and select the one you'd like to play.
- ★ To host a Cooperative game, select "Online Cooperative" from the Main Menu and tap the "Host Cooperative" button and then select which mission you'd like to play from the Mission Grid.



COOPERATIVE PLAY (cont.)



★ Cooperative Differences from Single-player

- ★ Though Cooperative play is similar to Solo Missions, "blocking" walls have been added to the field to ensure that players don't stray too far apart. Blocking walls will only open when both players are present at the blocker.
- ★ There are no checkpoints in Cooperative mode.
- ★ When a player is incapacitated in Cooperative, the other player can revive them.

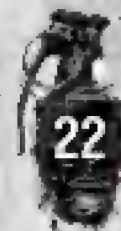
★ Cooperative Scoring Reminders

- ★ Both players share the Headshot, Melee and Stealth Streaks.
- ★ Multiplier bonuses apply to both players as long as at least one player contributes. Likewise, multipliers are affected when at least one player takes damage.

COOPERATIVE PLAY (cont.)

- ★ At the end of a Cooperative mission, a "Teamwork" bonus is applied. Players receive more points if their scores are even and fewer points if their score is uneven. Work together to receive the highest possible bonus!
- ★ Cooperative players have their scores totaled together for entry on separate Cooperative Leaderboards.

NOTE: Review the "Scoring" and "Earning Stars" sections for additional details regarding the scoring elements listed above.

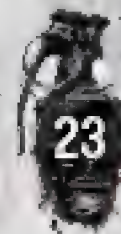


HOW TO PLAY

★ Choose Your Operative

You have access to six of the very best Special Forces operatives in the world. Any operative can be used for any mission, but each selectable character has their own pool of skills and abilities that allows you to find the one that best fits your play style or scenario.

As each operative gains XP through successful mission completion, they will gain levels and unlock new talents, weapons, and attachments for themselves and the entire team.

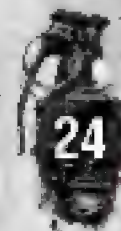


HOW TO PLAY (cont.)

★ The Armory



Each operative has his own specialty and perfected the use of his favorite weapons. Before you deploy, review and update your selected weaponry by using the Touch Screen to tab through a variety of items to outfit your operative with. Select the combination that best suits your style and gameplay needs!



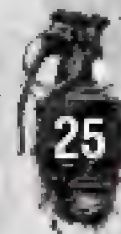
HOW TO PLAY (cont.)

★ Scoring

Depending on your gametype, there are numerous ways in which you can complete a mission. Eliminating all enemy soldiers, neutralizing an important hostile leader, finding intelligence, and completing the mission quickly are just a few examples of how you earn points. To achieve the best possible score, string together point streaks and multipliers by performing specific actions in succession before the on-screen timer runs out.

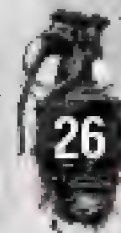
★ How multipliers and streaks work:

- ★ Streaks are activated by earning specific types of kills, like headshots, melee or stealth, within a short period of time. While the streak is active, all matching kills will count toward the active streak(s) until there are no new additions to the time limit. Once the streak is finished, its points are added to your overall points.



HOW TO PLAY (cont.)

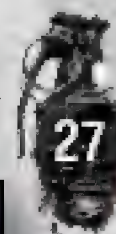
- ★ Multipliers modify scores for all earned combat points (objective points don't count). Player multipliers increase as they complete objectives, but if no new scores are earned or the player takes damage, the multiplier lessens over time.



EARNING STARS

Regardless of how well you do in ranked missions, the game will reward you with Stars to reflect the effectiveness of your performance. One star will be awarded for completing the minimum number of objectives, while up to five stars are given for impeccable run-throughs of each operation.

If you can score three Stars or higher in any operation, then you will unlock Dynamic missions of that same gametype and locale. To access them, select a level from the Mission Grid as normal and choose the newly-accessible "Dynamic" tab that appears inside the informational pop-up.

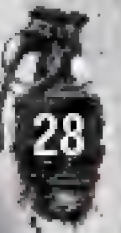


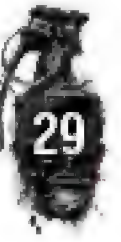
EARNING STARS (cont.)

NOTE: Scoring fewer Stars than you have done previously on a mission you've already completed will not lower that level's Star count. Unit 13 permanently keeps your best performance as the Star score of record.

★ Unlocking High Value Targets

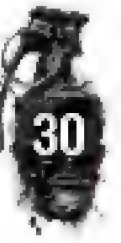
Performance Stars are also counted as a running total, and when certain tallies have been reached, you unlock the opportunity to hunt down and eliminate the meanest, most dastardly members of Awlaad Al-Qowah in the world, the High Value Targets.





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www.us.playstation.com/support/useragreements.



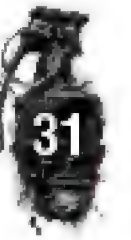
Consumer Service/Technical Support Line

1-800-345-7669

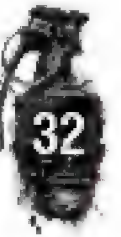
Call this number for technical support, installation or general questions regarding the PS Vita system and its peripherals.

**Representatives are available Monday – Saturday 6AM – 8PM
and Sunday 7 AM – 6:30 PM Pacific Standard Time.**

GEOLOCATION DISCLOSURE



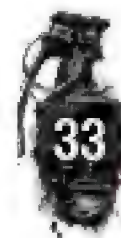
This game interacts with other applications you've activated that have geolocation features (such as "near"). To turn off geolocation functionality, go to Settings -> Location Data.



**SCEA may retire the online portion
of this game at any time.**

**Online Pass access rights cannot be
transferred once the voucher is redeemed.
Online Pass vouchers cannot be redeemed or
returned for cash or credit.**

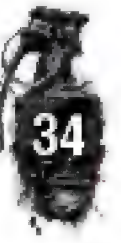
ONLINE INTERACTIONS NOT RATED BY THE ESRB



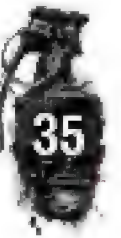
ONLINE USER AGREEMENT

PLEASE READ THE ENTIRE ONLINE USER AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "ACCEPT" OR "DECLINE" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "DECLINE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE FEATURES OF THIS GAME. IF YOU WISH TO RETURN THE PACKAGED VERSION OF THIS GAME, CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA LLC ("SCEA") CONSUMER SERVICES AT 1-800-345-7669 FOR REFUND OR RETURN INFORMATION. PLEASE HAVE YOUR PURCHASE RECEIPT AVAILABLE.

- 1. ACCEPTANCE OF AGREEMENT.** This Agreement can be accepted only by an adult 18 years or older. By clicking the "ACCEPT" button, you affirm that you are over 18 years old and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).



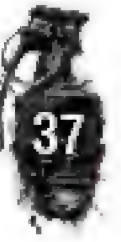
2. GRANT OF LICENSE. SCEA grants you a limited, non-exclusive license to use the game software which includes User Generated Content creation tools (collectively, the “Software”) for personal use on a PlayStation® computer entertainment system only. This limited license does not grant you the right to, and you agree that you shall not (i) rent, lease or sublicense the Software, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the Software, (iii) attempt to create source code from the object code for the Software, or (iv) download game content for any purpose other than game play, User Generated Content creation, or User Generated Content distribution as permitted solely in connection with the licensed use of this game. Any rights not explicitly granted to you with respect to the use of the Software are reserved to SCEA. SCEA may modify game content, including User Generated Content, at any time for any reason. This Software may include time and use restrictions. For time and use restrictions regarding this Software, visit www.us.playstation.com/support/useragreement.



- 3. AUTHENTICATION/SERVICE.** SCEA may retrieve information about a user's hardware and software for authentication, copy protection, account blocking, system monitoring/diagnostics, rule enforcements, game management and other purposes. SCEA does not guarantee the continuous operation of the game servers and shall not be responsible for any delay or failure of the game servers to perform.
- 4. MAINTENANCE AND SYSTEM UPDATES.** Some games will not play unless you have updated your PlayStation®Vita's system software ("System Software"). The game software may check your PlayStation®Vita system to determine what version of System Software is currently installed. If your PlayStation®Vita system has an older version of the System Software the game software may require that you update your System Software in order to play the game. Updating your PlayStation®Vita's System Software could cause a loss of data, content, functionalities, or utilities. Therefore, you should back up whatever data may be copied from your PlayStation®Vita system's storage media prior to updating your System Software. Data back-up instructions can be found in the PlayStation Online User Guide. SCEA is not responsible for data loss.

- 5. SEPARATE USER ACCOUNTS.** This game may ask you to create an account with a user, player or other game name ("Game Name") and password. You may also be asked to select or provide additional information for a game profile. This information may be provided to any tournament website established by SCEA or its partners in connection with this game. When you choose a Game Name, choose an alias to protect your identity. When you choose a password, choose a unique combination of letters and numbers unrelated to your Game Name or to any information you may share with other players in the game. If your account is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7669.





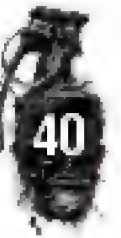
6. COLLECTION AND USE OF INFORMATION. If you use the online features of this game, SCEA may collect and store certain information related to your use of this game and your PlayStation® computer entertainment system and, subject SCEA's privacy policy and the privacy policy governing PlayStation®Network, share this information with third parties. This information may include user IDs (such as your PlayStation®Network online ID and Game Name), game scores, game achievements, game performance, real-world locations visited (e.g., geolocation information), buddylists, hardware MAC address, internet protocol address, and your usage of game features. Through updates or changes to this game, SCEA may have collect, store and share other information. By using this game you consent to SCEA's collection, storage and sharing of this information, including public display of your information such as your user IDs, physical location, scores, ranking, achievements and other gameplay data.



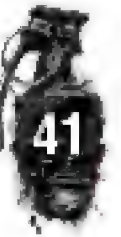
- 7. PROTECTION OF IDENTITY/NO EXPECTATION OF PRIVACY.** You acknowledge that you have no expectation of privacy or confidentiality in any personal or other information you may intentionally or unintentionally disclose. You should avoid saying anything personally identifying in chat.
- 8. ONLINE CONDUCT.** When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:
- (a) Harassing or intimidating other players;
 - (b) Using language, selecting user, character, clan or team names or creating any other content that may be racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;
 - (c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, team, weapon, vehicle or other element which appears in this game;
 - (d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;



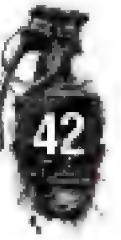
- (e) Falsely representing that you are an employee of Sony Corporation, SCEA, or any other affiliated or related company;**
- (f) Disrupting the normal flow of chat;**
- (g) Making a false report of user abuse to SCEA Consumer Services;**
- (h) Violating any local, state or national law;**
- (i) Using a cheat code, cheat device or any device that modifies the executable game code or data. For a detailed explanation of the SCEA policy on cheating, visit www.us.playstation.com/onlinecheating.**
- (j) Any attempt to deliberately alter, damage or undermine the legitimate operation of this game, including but not limited to exploiting the ranking system by creating “dummy accounts”.**



- 9. REPORTING ABUSE.** To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1-800-345-7669.
- 10. AGREEMENT VIOLATIONS.** If you violate this Agreement in any manner, SCEA may, at its discretion and without notice, temporarily or permanently block your account and/or reset your stats and/or rankings in this game and any other games.
- 11. INTERNET AND MOBILE CONNECTION.** In order for the online features of this game to operate properly, you will be required to have and maintain an adequate Internet connection. SCEA and its affiliated companies are not associated with any Internet service providers (ISPs) including hotspot and mobile network operators (collectively "ISPs"). You are responsible for all costs and fees charged by your ISP associated with online use of the game. SCEA is not responsible for any costs, fees, damages or injury arising from or related to your use of ISP services. When you access the Internet, you are providing information directly to the ISP and not to SCEA. This information is collected by the ISP. Before accessing the Internet, you should carefully read the ISP's user agreement, terms and conditions and privacy policy carefully.

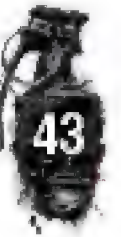


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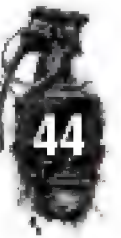
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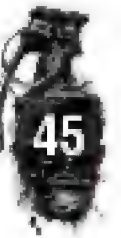


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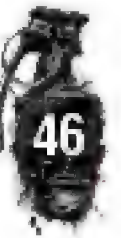
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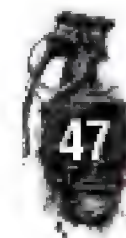


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